TOOBIN' — INSTRUCTIONS

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SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF**.
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF**, remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside.

Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

OBJECT OF THE GAME/GAME DESCRIPTION

It's rad! It's bad! TOOBIN' is so awesome, dude! Have a totally toobular time Toobin' on dozens of rivers. You can even cruise down Martian canals and prehistoric swamps. Go through gates, grab treasures and weapons, steer clear of obstacles and fight enemy dudes before they damage your toob. At the end of each river is a whirlpool that'll take you to another wet and wild ride! Keep your head above water and you'll have an excellent rippin' and ragin' time.

CONTROL FUNCTIONS

Toobin' is for one or two dudes (or dudettes). You can be either ***Bif*** or ***Jet,*** the world's baddest party animals on water. Plug your controllers into Ports 1 and 2.

Control Pad

Controller

Controller 1

Controls ***Bif*** in 1 or 2-player games.

Controller 2

Controls ***Jet*** in 2-player games, or ***Bif*** in 1-player games.

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THE SCREENS

Title Screen

When you first load the game cartridge, the Title Screen appears. Press **SELECT** or use the control pad up or down to choose between 1- or 2-player modes. **NOTE:** If you hang out here for a while, the Credit Screen appears. If that happens, you can press the Start Button to get back to the Title Screen, dude. Press **START** to start the game (like, it takes a real rocket scientist to figure that out!).

Transition Screen

After you go into the whirlpool at the end of a river, the Transition Screen appears. When you're ready to hit the waves again, press any button to start.

THE GAME

One Player: you're on your own, dude.

Two Players: you're Bif, and you take turns with Jet competing to win the game.

Special One-Player Mode

You can use both controllers to control Bif in One-Player Mode. This way, you and a friend can play at the same time. Like, maybe, one of you could control Bif's movement in the river while the other throws the cans. That way, Bif'll have one hand free for holding a cold one.

Pause

If you want to stop in the middle of a game, press the Start button. The game will stop and the screen will fade out and then fade back. Press the Start button again to keep on playin'.

Special Items to Pick Up.

- **Treasure chest:** 200, 500 or 1000 points, dude.
- **Floating can:** pick it up to add to your stash (9's the max. you can have).
- **Sixpack:** looks like six cans, but you actually get more. You lose your sixpack when you sink or when you hit a whirlpool.
- **Gates:** go through them to increase the score multiplier. Miss one, and your score multiplier gets, like, totally wiped out.
- **Beach ball:** pumps you up.
- **Patch:** you need these to repair your toob.
- **Letters:** totally toobular things to have. You can get a new toob and 3 extra patches for three letters, and you can get a big bonus for all seven letters.

HINTS

According to Bif: Like, feel your way down those waves, dude, and use that awesome Control Pad. But stay away from those sharp things, you know, or throw cans at 'em to sink 'em. Oh, and like, pick up cans and things that look cool. Most of yer enemies think that cans are totally uncool, and they'll scare away or freeze when they get hit by one. I counted 33 different enemies, 9 obstacles and 49 rivers, but like, I never was too good at math, you know. So, like, don't sue me if I didn't count 'em right or somethin'. Anyway, when you see the cooler at the second party, if you're like, totally ecological, you'll get those big points. And you'll totally deserve them, dude, because class 9 is, like, really tough.

Jet's Motto: *A patch in the hand is worth two of anything in the bush.* Don't get spastic and wipe out if you miss something. Like, just keep cool, man.